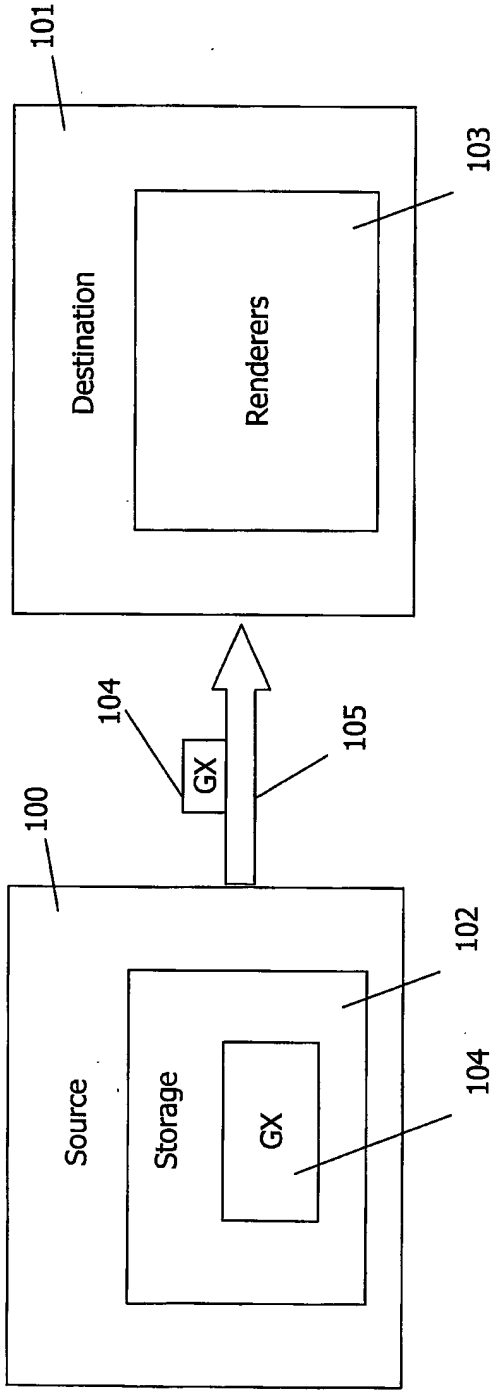

101
103
Destination
Renderers
104
GX
105
100
102
104
Source
Storage
GX

Fig. 1

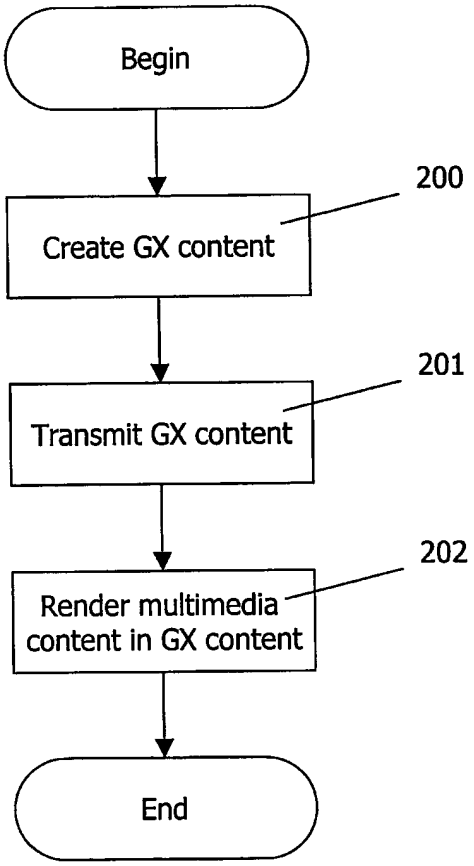

Begin
200
Create GX content
201
Transmit GX content
202
Render multimedia content in GX content
End

Fig. 2

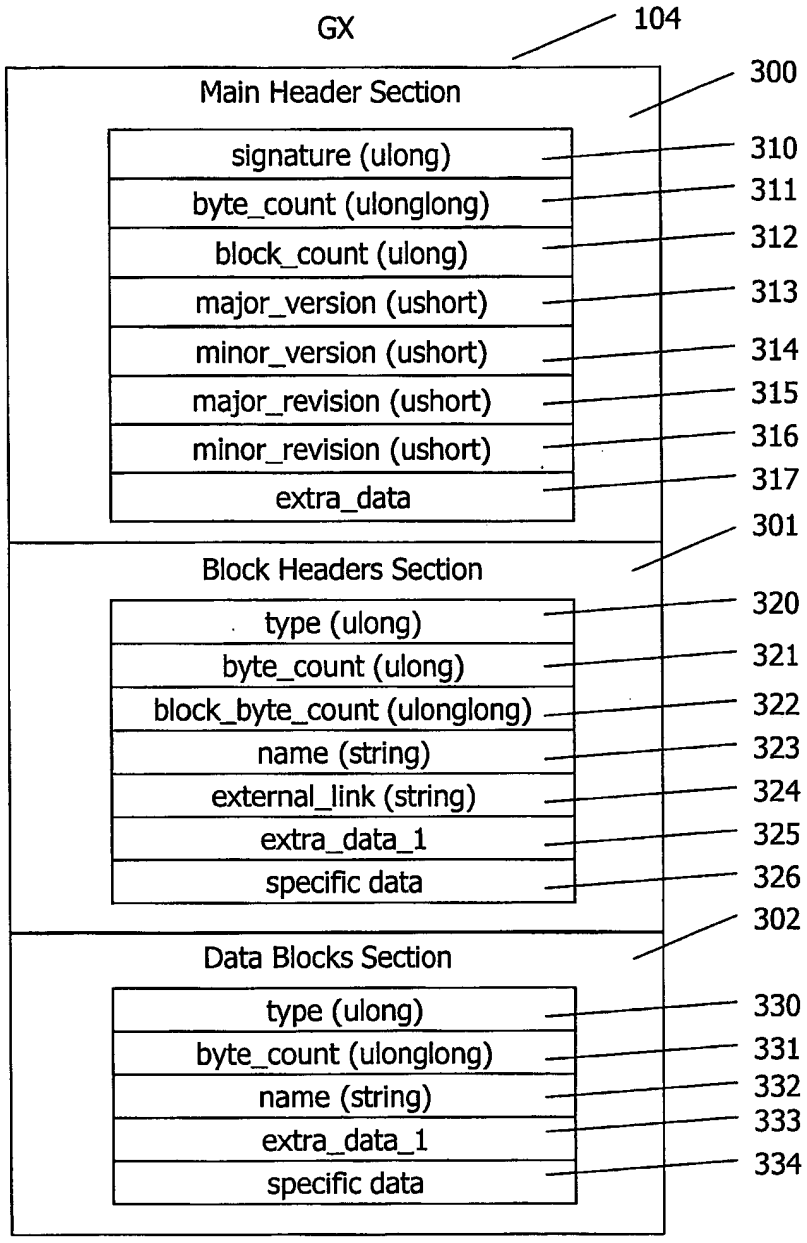

GX
104
Main Header Section
300
signature (ulong)
310
byte_count (ulonglong)
311
block_count (ulong)
312
major_version (ushort)
313
minor_version (ushort)
314
major_revision (ushort)
315
minor_revision (ushort)
316
extra_data
317
Block Headers Section
301
type (ulong)
320
byte_count (ulong)
321
block_byte_count (ulonglong)
322
name (string)
323
external_link (string)
324
extra_data_1
325
specific data
326
Data Blocks Section
302
type (ulong)
330
byte_count (ulonglong)
331
name (string)
332
extra_data_1
333
specific data
334

Fig. 3

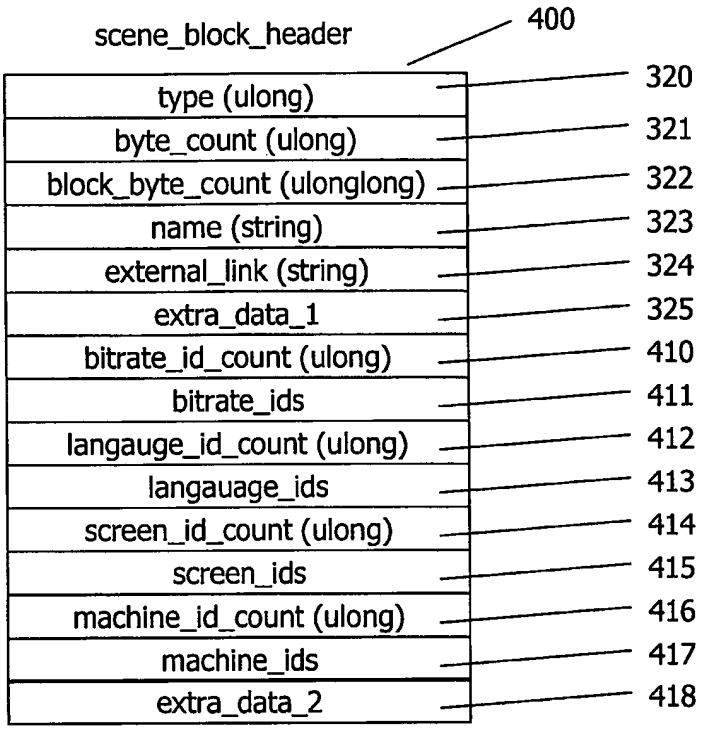

scene_block_header
400
type (ulong)
byte_count (ulong)
block_byte_count (ulonglong)
name (string)
external_link (string)
extra_data_1
bitrate_id_count (ulong)
bitrate_ids
langauge_id_count (ulong)
langauage_ids
screen_id_count (ulong)
screen_ids
machine_id_count (ulong)
machine_ids
extra_data_2
320
321
322
323
324
325
410
411
412
413
414
415
416
417
418

Fig. 4

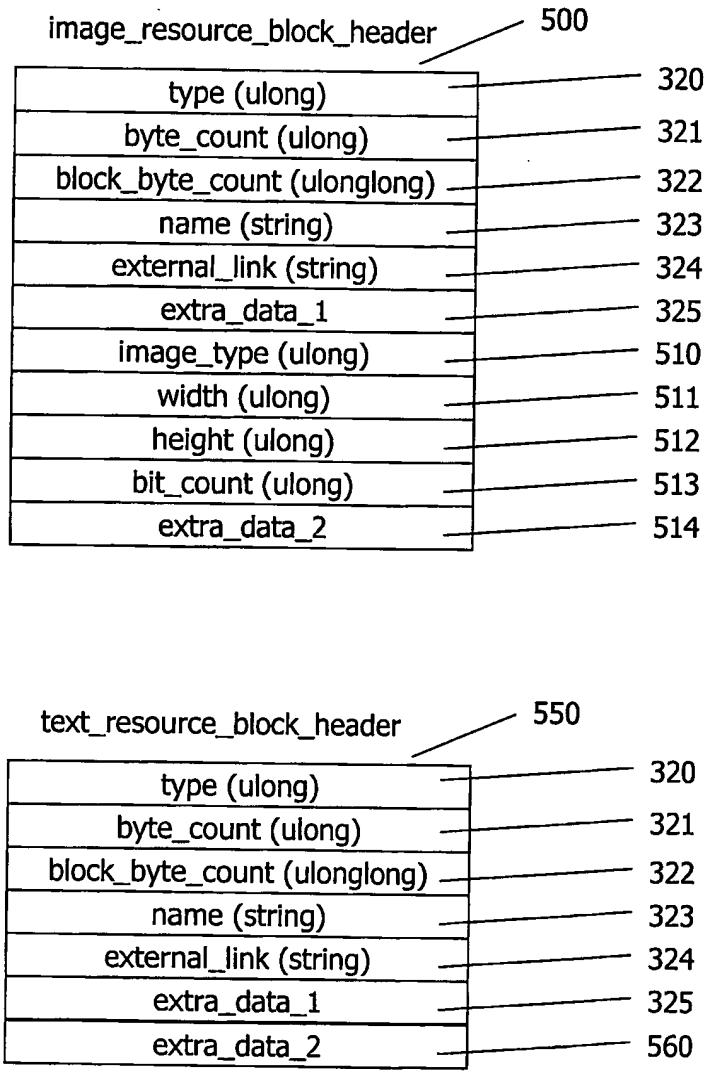

image_resource_block_header
500
type (ulong)
byte_count (ulong)
block_byte_count (ulonglong)
name (string)
external_link (string)
extra_data_1
image_type (ulong)
width (ulong)
height (ulong)
bit_count (ulong)
extra_data_2
320
321
322
323
324
325
510
511
512
513
514
text_resource_block_header
550
type (ulong)
byte_count (ulong)
block_byte_count (ulonglong)
name (string)
external_link (string)
extra_data_1
extra_data_2
320
321
322
323
324
325
560

Fig. 5

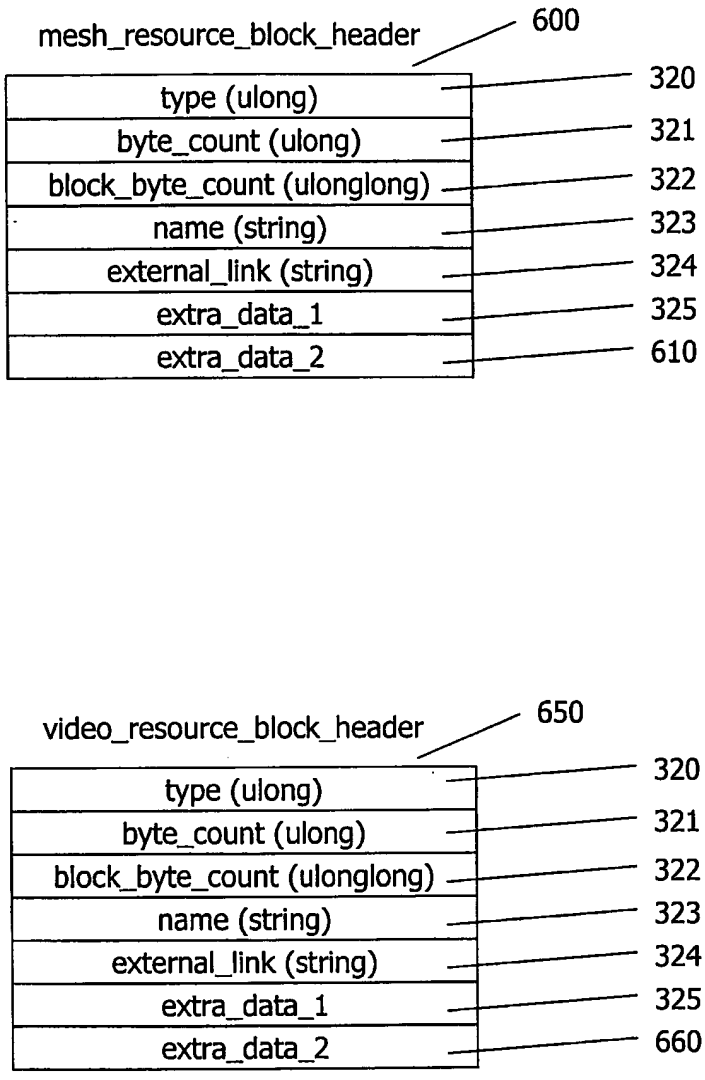

mesh_resource_block_header
600
type (ulong)
320
byte_count (ulong)
321
block_byte_count (ulonglong)
322
name (string)
323
external_link (string)
324
extra_data_1
325
extra_data_2
610
video_resource_block_header
650
type (ulong)
320
byte_count (ulong)
321
block_byte_count (ulonglong)
322
name (string)
323
external_link (string)
324
extra_data_1
325
extra_data_2
660

Fig. 6

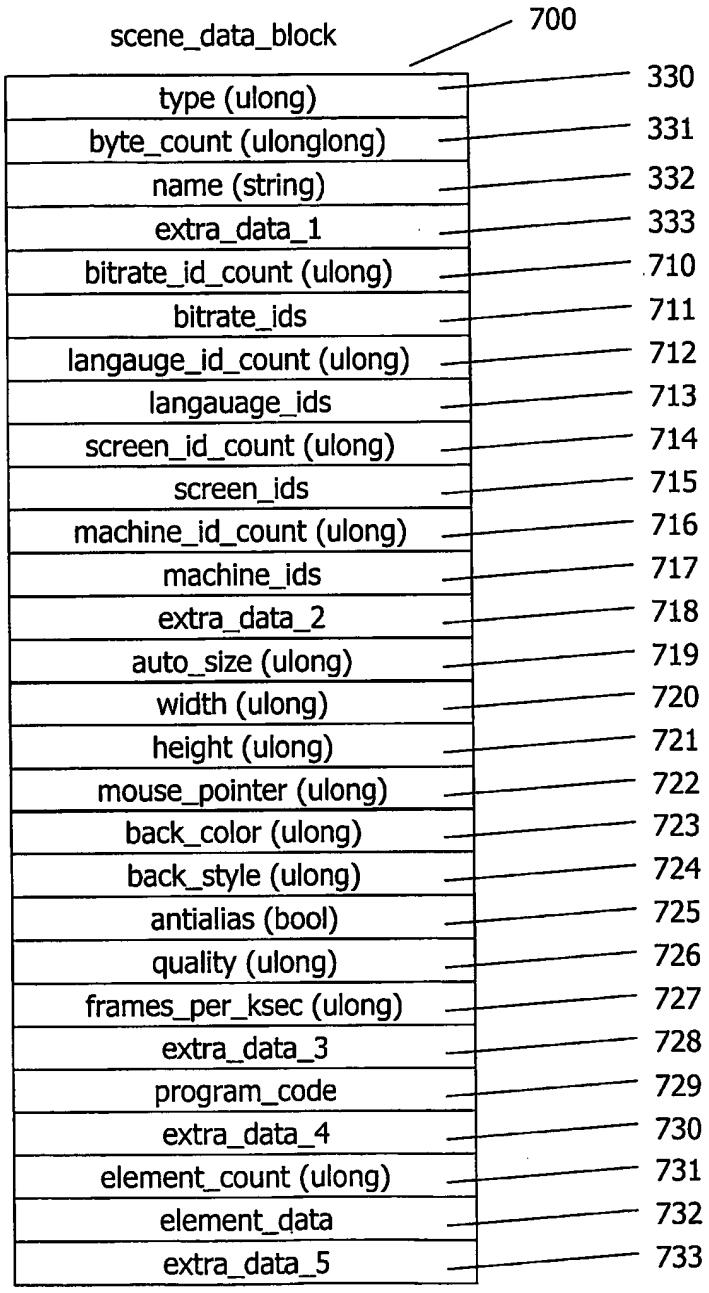

scene_data_block
700
type (ulong)
byte_count (ulonglong)
name (string)
extra_data_1
bitrate_id_count (ulong)
bitrate_ids
langauge_id_count (ulong)
langauage_ids
screen_id_count (ulong)
screen_ids
machine_id_count (ulong)
machine_ids
extra_data_2
auto_size (ulong)
width (ulong)
height (ulong)
mouse_pointer (ulong)
back_color (ulong)
back_style (ulong)
antialias (bool)
quality (ulong)
frames_per_ksec (ulong)
extra_data_3
program_code
extra_data_4
element_count (ulong)
element_data
extra_data_5
330
331
332
333
710
711
712
713
714
715
716
717
718
719
720
721
722
723
724
725
726
727
728
729
730
731
732
733

Fig. 7

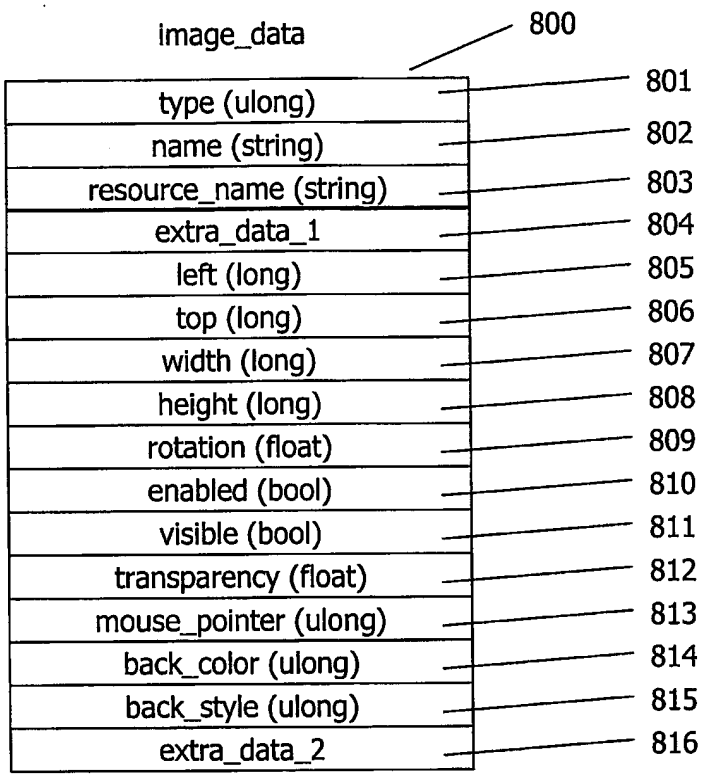

image_data
800
type (ulong)
name (string)
resource_name (string)
extra_data_1
left (long)
top (long)
width (long)
height (long)
rotation (float)
enabled (bool)
visible (bool)
transparency (float)
mouse_pointer (ulong)
back_color (ulong)
back_style (ulong)
extra_data_2
801
802
803
804
805
806
807
808
809
810
811
812
813
814
815
816

Fig. 8

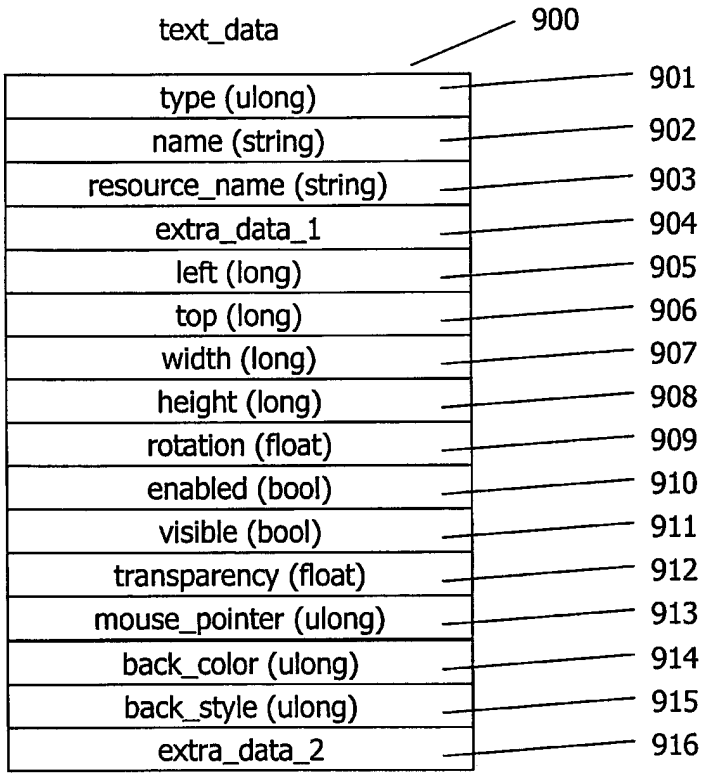

text_data
900
type (ulong)
name (string)
resource_name (string)
extra_data_1
left (long)
top (long)
width (long)
height (long)
rotation (float)
enabled (bool)
visible (bool)
transparency (float)
mouse_pointer (ulong)
back_color (ulong)
back_style (ulong)
extra_data_2
901
902
903
904
905
906
907
908
909
910
911
912
913
914
915
916

Fig. 9

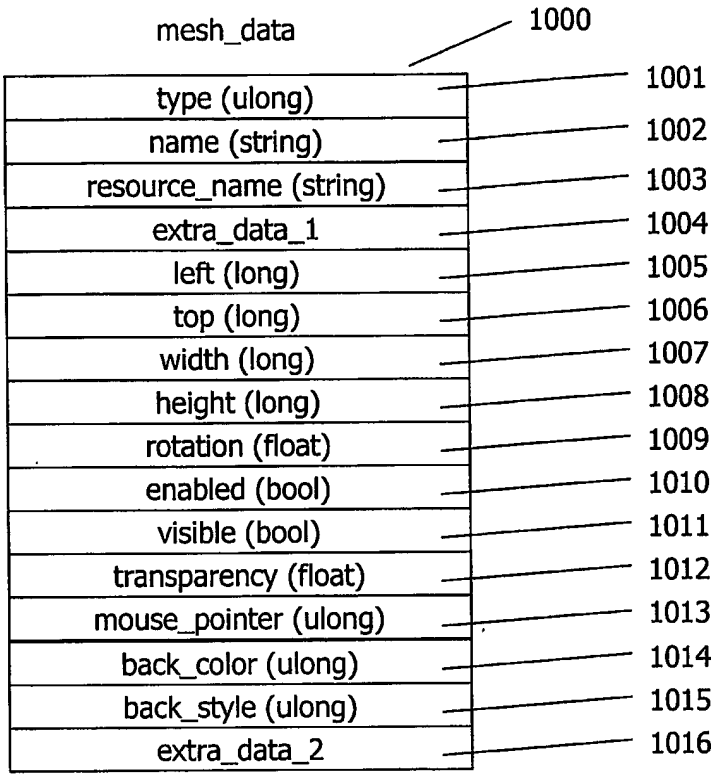

mesh_data
1000
type (ulong)
1001
name (string)
1002
resource_name (string)
1003
extra_data_1
1004
left (long)
1005
top (long)
1006
width (long)
1007
height (long)
1008
rotation (float)
1009
enabled (bool)
1010
visible (bool)
1011
transparency (float)
1012
mouse_pointer (ulong)
1013
back_color (ulong)
1014
back_style (ulong)
1015
extra_data_2
1016

Fig. 10

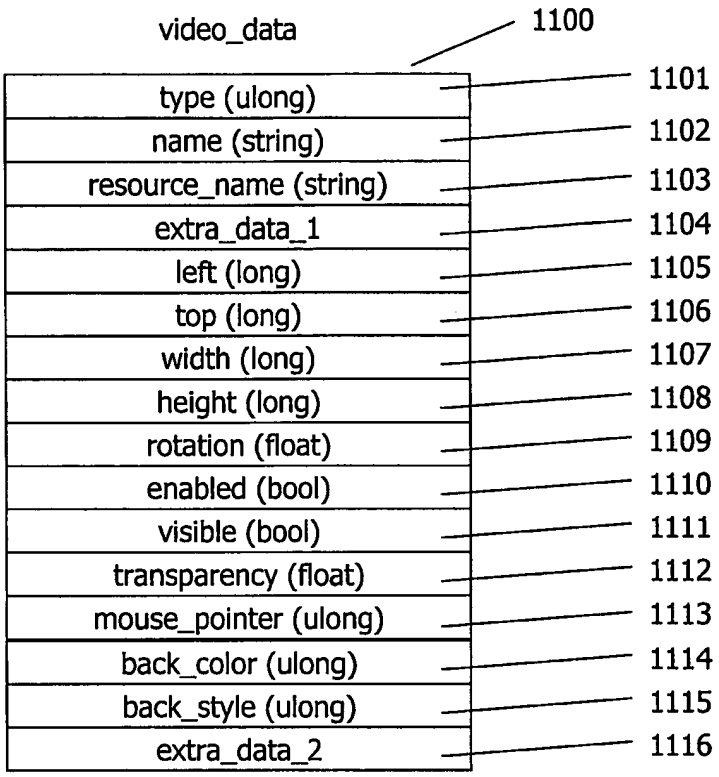
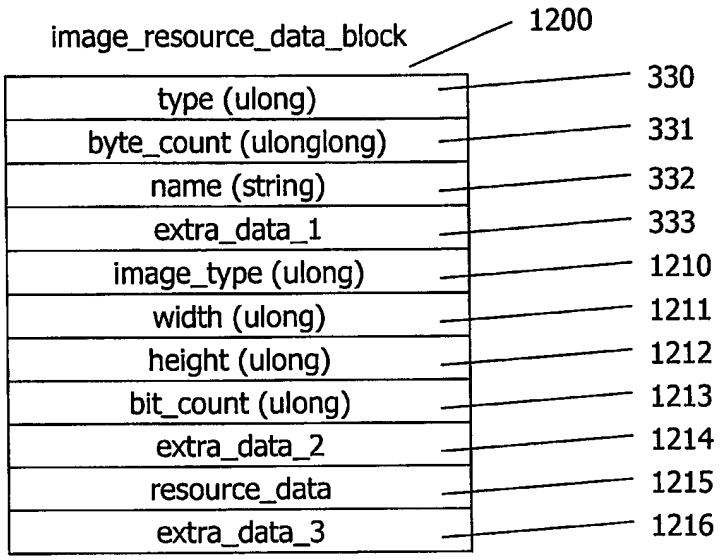

video_data
1100
type (ulong)
name (string)
resource_name (string)
extra_data_1
left (long)
top (long)
width (long)
height (long)
rotation (float)
enabled (bool)
visible (bool)
transparency (float)
mouse_pointer (ulong)
back_color (ulong)
back_style (ulong)
extra_data_2
1101
1102
1103
1104
1105
1106
1107
1108
1109
1110
1111
1112
1113
1114
1115
1116

Fig. 11


image_resource_data_block
1200
type (ulong)
byte_count (ulonglong)
name (string)
extra_data_1
image_type (ulong)
width (ulong)
height (ulong)
bit_count (ulong)
extra_data_2
resource_data
extra_data_3
330
331
332
333
1210
1211
1212
1213
1214
1215
1216

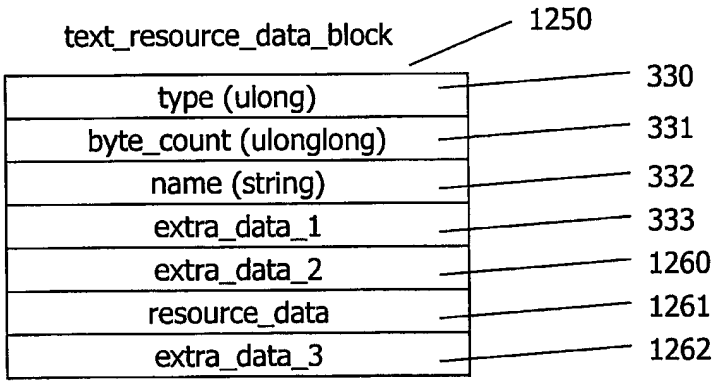
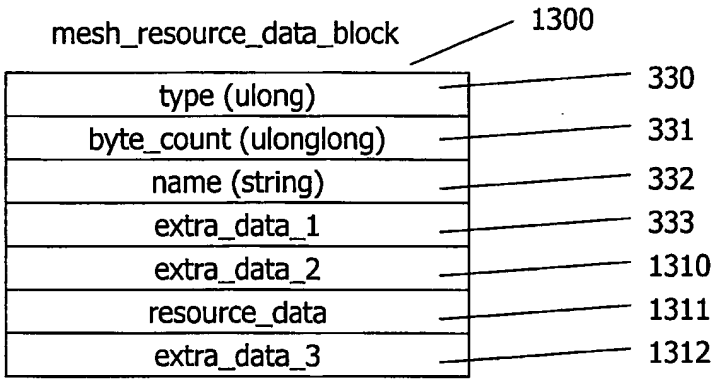

text_resource_data_block
1250
type (ulong)
byte_count (ulonglong)
name (string)
extra_data_1
extra_data_2
resource_data
extra_data_3
330
331
332
333
1260
1261
1262

Fig. 12


mesh_resource_data_block
1300
type (ulong)
byte_count (ulonglong)
name (string)
extra_data_1
extra_data_2
resource_data
extra_data_3
330
331
332
333
1310
1311
1312

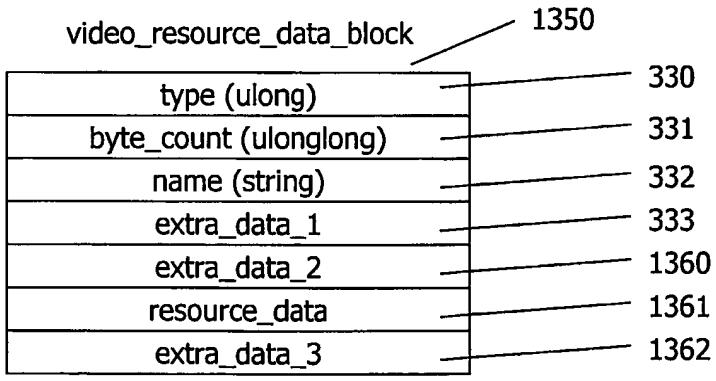

video_resource_data_block
1350
type (ulong)
byte_count (ulonglong)
name (string)
extra_data_1
extra_data_2
resource_data
extra_data_3
330
331
332
333
1360
1361
1362

Fig. 13

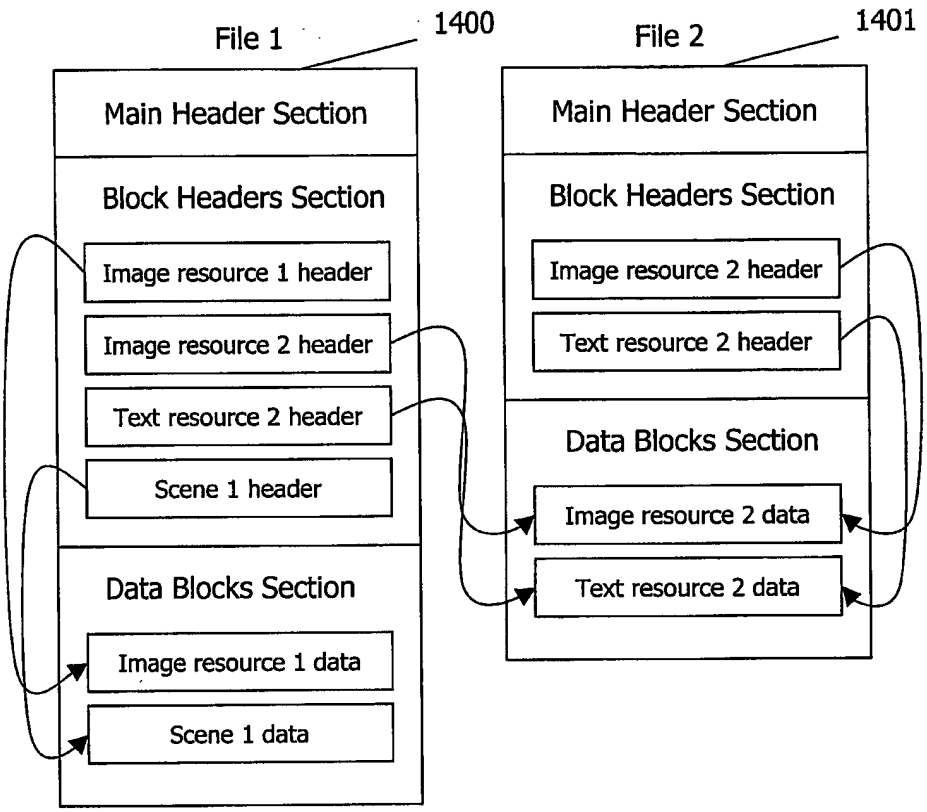

File 1
1400
Main Header Section
Block Headers Section
Image resource 1 header
Image resource 2 header
Text resource 2 header
Scene 1 header
Data Blocks Section
Image resource 1 data
Scene 1 data
File 2
1401
Main Header Section
Block Headers Section
Image resource 2 header
Text resource 2 header
Data Blocks Section
Image resource 2 data
Text resource 2 data

Fig. 14